

52. Using FILLER and VALUE

FILLER can be used instead of a dataname if you wish to set aside an area of storage but do not need to be able to refer to it by name. It is often used when setting out lines of text (in memory) ready for display on the screen or for output to a printer.

Each FILLER that you use is usually given a VALUE (often spaces) to indicate the contents of that memory area (and therefore how it will appear on the print-out or screen).

```
e.g. 01 PRINT-HEADING.  
      05 FILLER PIC X(5) VALUE 'NAME'.  
      05 FILLER PIC X(20) VALUE SPACES.  
      05 FILLER PIC X(4) VALUE 'MARK'.
```

(Note that the word SPACES may be used to fill a data item with spaces).

When this item of data is DISPLAYed - the following will appear on the screen:

```
NAME                MARK
```

(Note the 20 spaces between the words).

Similarly a line of print may be set up with a mixture of variable data and fixed values.

```
e.g. 01 PRINT-LINE.  
      05 STUDENT-NAME PIC X(20).  
      05 FILLER          PIC X(5) VALUE SPACES.  
      05 STUDENT-MARK PIC 999.
```

The name and mark can then be MOVED from another area of store (possibly after READING them from a file) or ACCEPTed from the keyboard and then DISPLAYed in the form (e.g.):

```
JULIA      097
```

(Note how PRINT-LINE has been specified so that the items will line up under the headings in PRINT-HEADING).

Exercise

1. Write a program which will request a student's name, course title and grade - then display the information in one line with suitable spacing between each field.

2. Write a program which will display the heading:

```
EMPLOYEE NAME                WAGE
```

then read the file 'staff' (created by the program you wrote as an exercise in lesson 43) and display the details of each employee as a line of text - e.g.

```
WILLIAM SMITH                100  
ANNE JONES                  110  
DAVID ANDREWS              150
```